

FIG.3 PRIOR ART

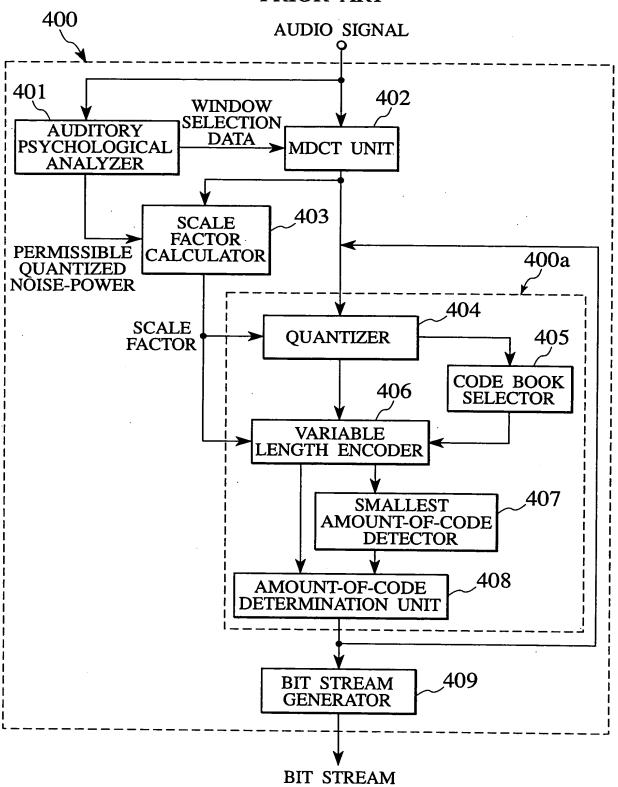
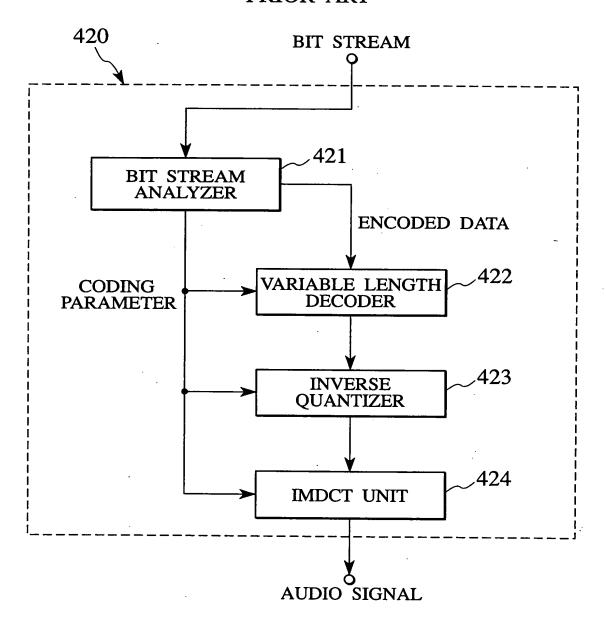
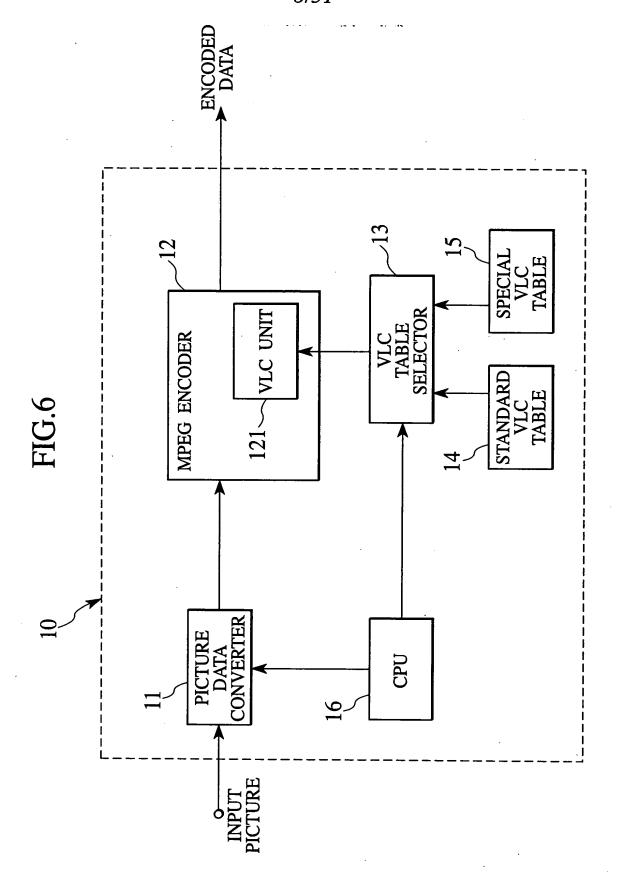


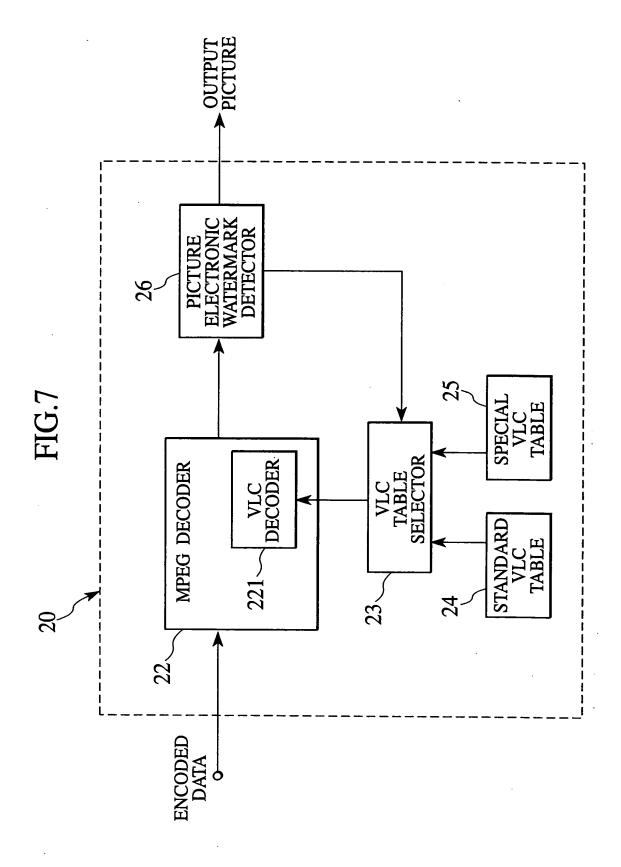
FIG.4 PRIOR ART

HUFFMAN CODE BOOK	0	1 or 2	3 or 4	5 or 6	7 or 8	9 or 10	11 (ESC)
MAXIMUM QUANTIZATION VALUE	0 = 0	Q ≦ 1	Q ≦ 2	Q ≦ 4	Q ≤ 7	Q ≤ 12	Q > 12

FIG.5 PRIOR ART







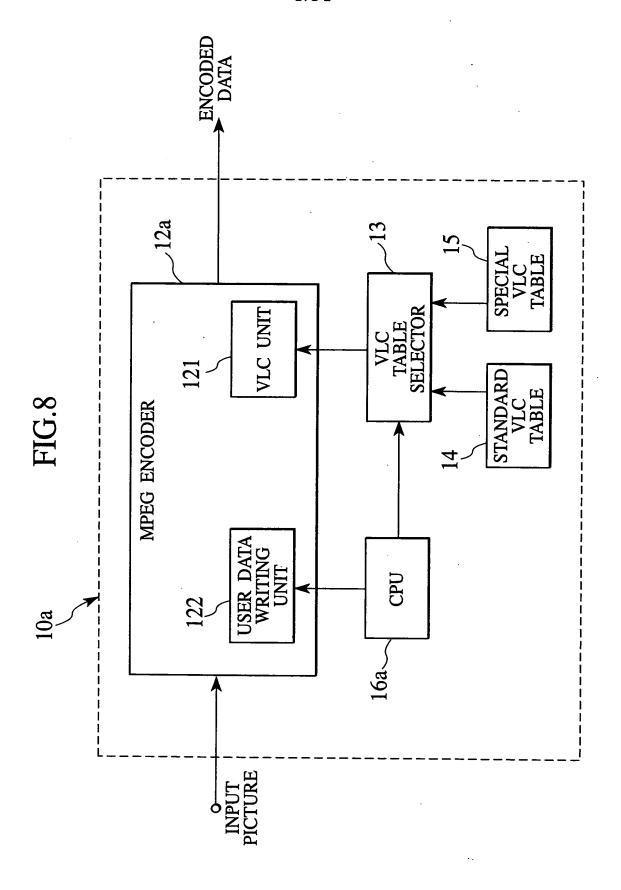


FIG.9

Sequence header

SYNTAX Sequence_header() { Sequence_header_code Horizontal_size Vertical_size Pel_aspect_ratio Picture_rate Bit_rate Bit_rate Marker_bit Vbv_buffer_size Constrained_parameters_flag Load_intra_quantizer_matrix if (load_intra_quantizer_matrix) Intra_quantizer_matrix [] BIT NUMI 32 32 44 12 12 4 15 10 18 18 10 10 10 10 10 10 10	ZLK
Sequence_header_code Horizontal_size Vertical_size 12 Pel_aspect_ratio Picture_rate Bit_rate Bit_rate Marker_bit Vbv_buffer_size Constrained_parameters_flag Load_intra_quantizer_matrix if (load_intra_quantizer_matrix) 32 12 12 12 44 15 15 16 17 18 18 18 19 10 10 10 10 10 10 10 10 10 10 10 10 10	
Horizontal_size 12 Vertical_size 12 Pel_aspect_ratio 4 Picture_rate 4 Bit_rate 18 Marker_bit 1 Vbv_buffer_size 10 Constrained_parameters_flag 1 Load_intra_quantizer_matrix 1 if (load_intra_quantizer_matrix)	
Vertical_size12Pel_aspect_ratio4Picture_rate4Bit_rate18Marker_bit1Vbv_buffer_size10Constrained_parameters_flag1Load_intra_quantizer_matrix1if (load_intra_quantizer_matrix)	
Pel_aspect_ratio Picture_rate Bit_rate Marker_bit Vbv_buffer_size Constrained_parameters_flag Load_intra_quantizer_matrix if (load_intra_quantizer_matrix)	
Picture_rate 4 Bit_rate 18 Marker_bit 1 Vbv_buffer_size 10 Constrained_parameters_flag 1 Load_intra_quantizer_matrix 1 if (load_intra_quantizer_matrix)	
Bit_rate 18 Marker_bit 1 Vbv_buffer_size 10 Constrained_parameters_flag 1 Load_intra_quantizer_matrix 1 if (load_intra_quantizer_matrix)	
Marker_bit1Vbv_buffer_size10Constrained_parameters_flag1Load_intra_quantizer_matrix1if (load_intra_quantizer_matrix)	
Vbv_buffer_size 10 Constrained_parameters_flag 1 Load_intra_quantizer_matrix 1 if (load_intra_quantizer_matrix)	
Constrained_parameters_flag 1 Load_intra_quantizer_matrix 1 if (load_intra_quantizer_matrix)	
Load_intra_quantizer_matrix 1 if (load_intra_quantizer_matrix)	
if (load_intra_quantizer_matrix)	
Load_non_intra_quantizer_matrix 1	
if (load_non_intra_quantizer_matrix)	
Non_intra_quantizer_matrix [] 8 * 64	
Next_start_code()	
if (nextbits() == extension_start_code) {	
Extension_start_code 32	
While (nextbits () != '0000 0000 0000 0000	
0000 0001') {	
Sequence_extension_data 8	
}	
Next_start_code()	
}	
if (nextbits() == user_data_start_code) {	
User_data_start_code 32	
While (nextbits() != '0000 0000 0000 0000	
0000 0001') {	
User_data 8	
}	
Next_start_code()	
- ···	
}	

FIG.10

Group of pictures layer

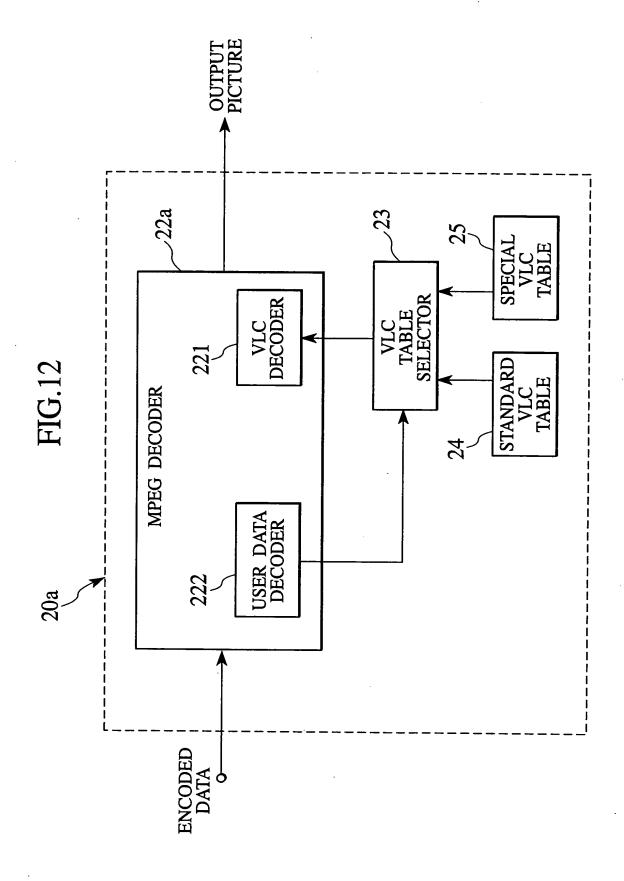
SYNTAX	BIT NUMBER
Group_of_pictures() {	
Group_start_code	32
Time_code	25
Closed_gop	1
Broken_link	1
Next_start_code()	
if (nextbits() == extension_start_code) {	·
Extension_start_code	32
While (nextbits() != '0000 0000 0000 0000 0000 0001') {	
group_extension_data	8
}	
Next_start_code()	
}	
if (nextbits() == user_data_start_code) {	
User_data_start_code	32
While (nextbits() ! = '0000 0000 0000 0000	
0000 0001') {	
User_data	8
}	_
Next_start_code()	
} · ·	
do {	
Picture()	
<pre>} While (nextbits() == picture_start_code)</pre>	
}	
}	

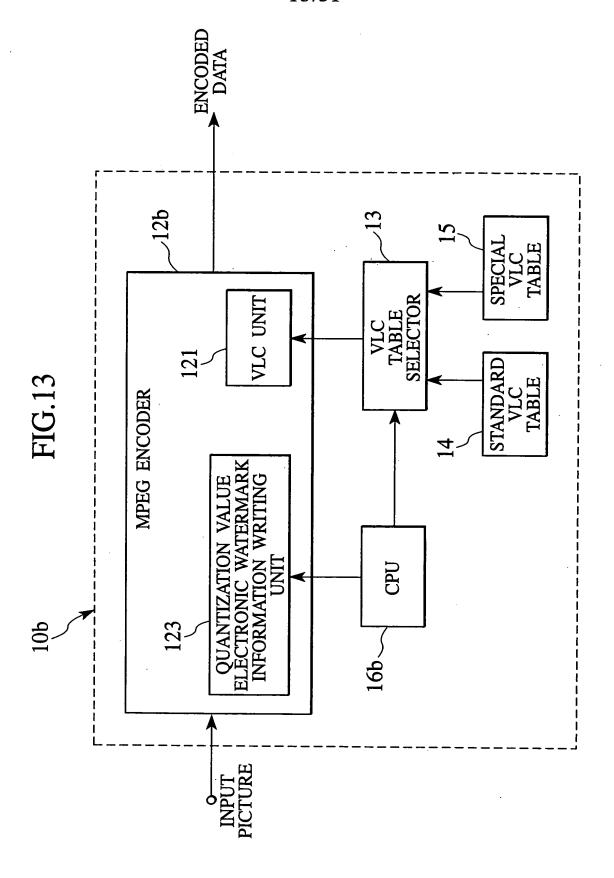
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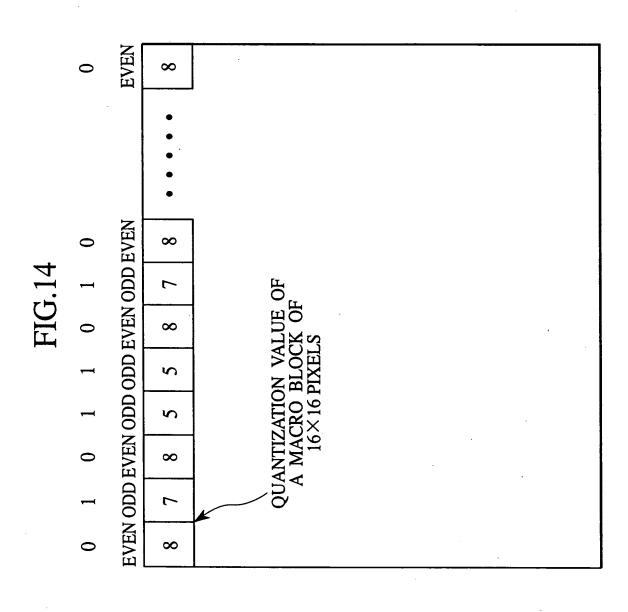
FIG.11

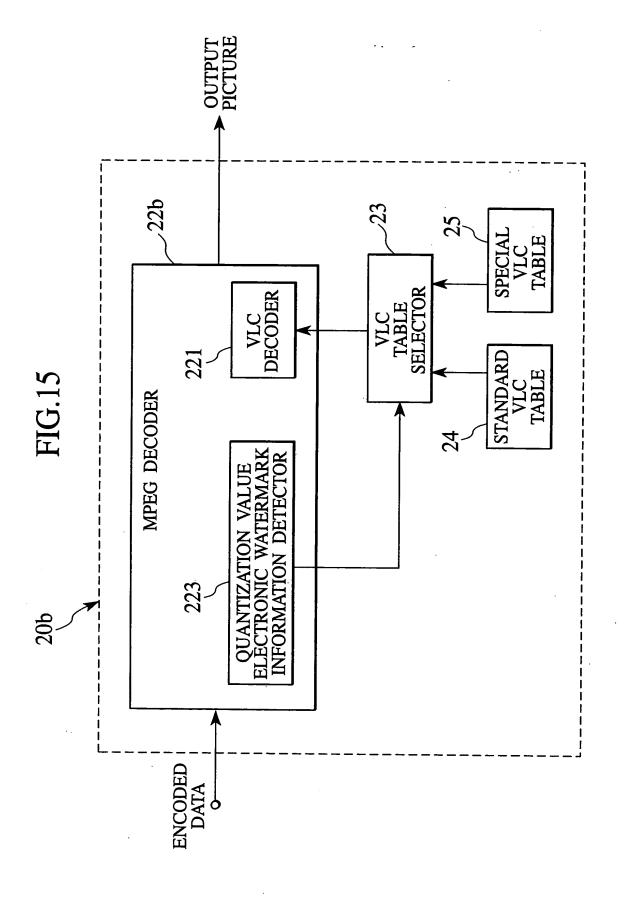
Picture layer

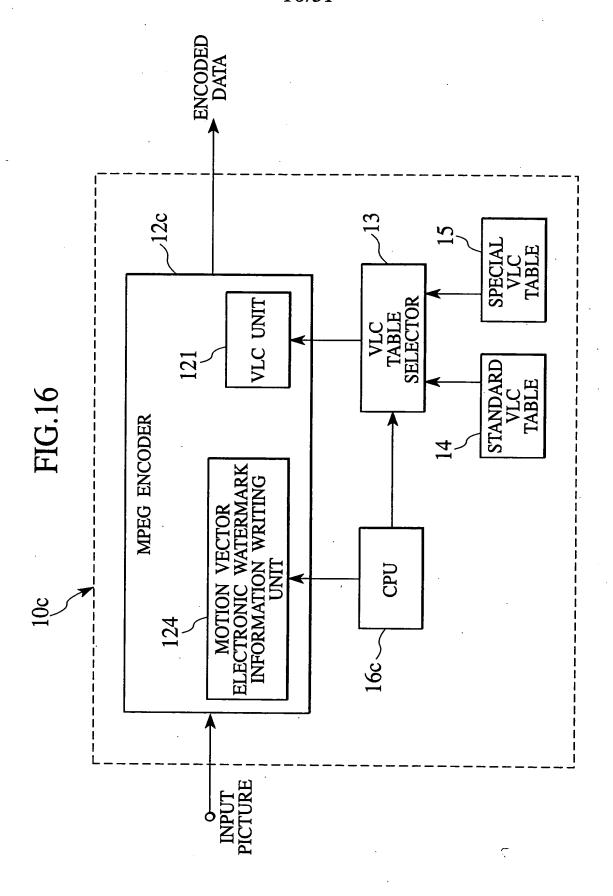
SYNTAX	BIT NUMBER
Picture() {	DII NOMBER
picture_start_code	32
Temporal_reference	10
picture_coding_type	3
vbv_delay	16
if ((picture_coding_type = 2)	
(picture_coding_type = 3)) {	
full_pel_forward_vector	1 3
forward_f_code	3
}	
if (picture_coding_type = 3) {	
full_pel_backward_vector	1
backward_f_code	3
}	
while $(nextbits() = '1') $ {	
extra_bit_picture	1
extra_information_picture	8
extra_bit_picture	1
next_start_code()	
if (nextbits() = extension_start_code) {	
extension_start_code	32
while (nextbits() ! = '0000 0000 0000	
0000 0000 0001') {	
Picture_extension_data	8
}	
Next_start_code()	
}	
if (nextbits() == user_data_start_code) {	
User_data_start_code	32
While (nextbits() ! = '0000 0000 0000	
0000 0000 0001') {	
User data	8
}	
Next_start_code()	
}	
do {	
Slice()	
<pre>} while (nextbits() = slice_start_code)</pre>	
1	
<u> </u>	

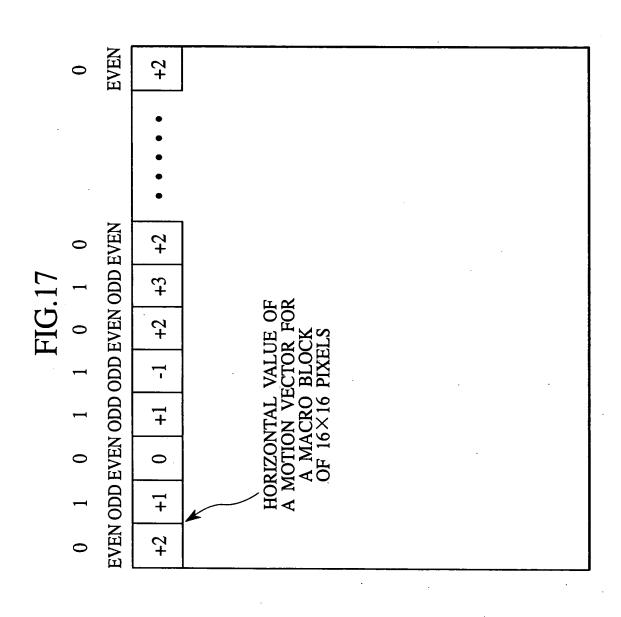












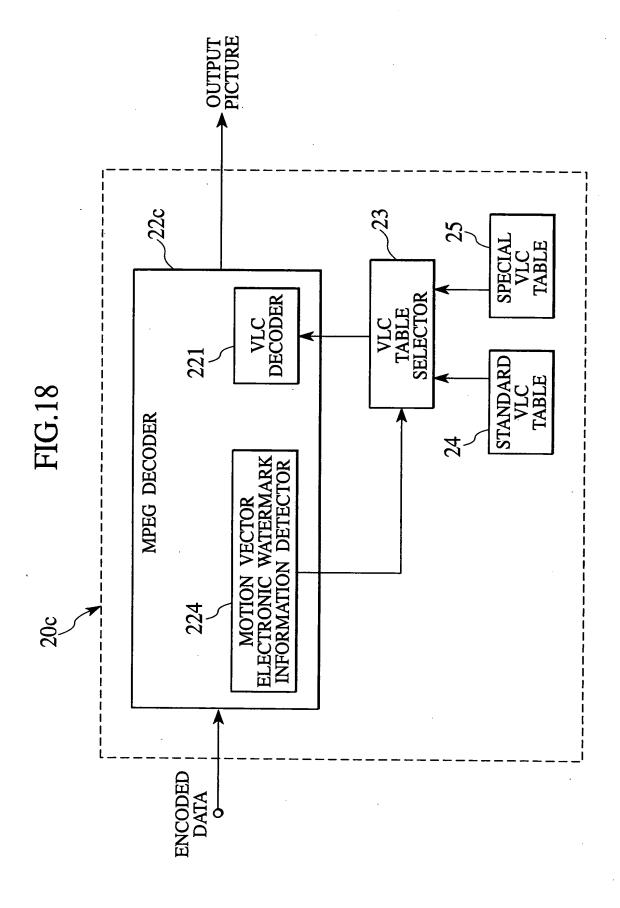


FIG.19

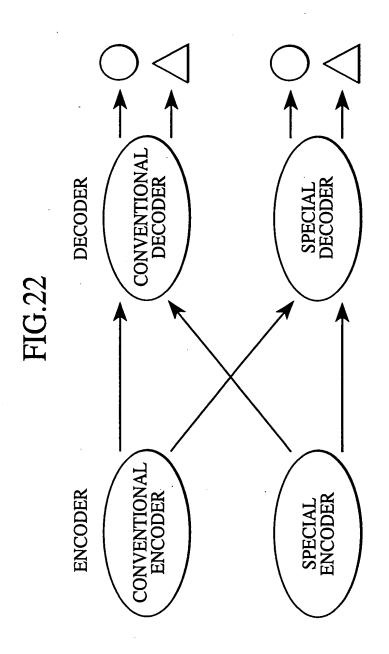
	.U.17	
VLC CODE	RUN LENGTH	LEVEL
10 (Note 2)	End of block	·-
1 s (Note 3)	0	1
11 s (Note 4)	0	1
011 s	1	1
0100 s	0	2
0101 s	2	1
0010 1 s	0	3
0011 1 s	3	1
0011 0 s	4	1
0001 10 s	1	2
0001 11 s	5	1
0001 01 s	6	1
0001 00 s	7	1
0000 110 s	0	4
0000 100 s	2	2
0000 111 s	8	1
0000 101 s	9	1
0000 01	Escape	
0010 0110 s	0	5
0010 0001 s	0	6
0010 0101 s	1	3
0010 0100 s	3	2
0010 0111 s	10	1
0010 0011 s	11	1
• • • • •	• •	•
• • • • • • •	• •	•
• • • • • • • • •	• •	•
0000 0000 0001 1111 s	27	1
0000 0000 0001 1110 s	28	1
0000 0000 0001 1101 s	29	1
0000 0000 0001 1100 s	30	1
0000 0000 0001 1011 s	31	1
(NOTE) AS FOR BI POSITIVE AND "1" RE	Γ "s", "0" REPRE	SENTS

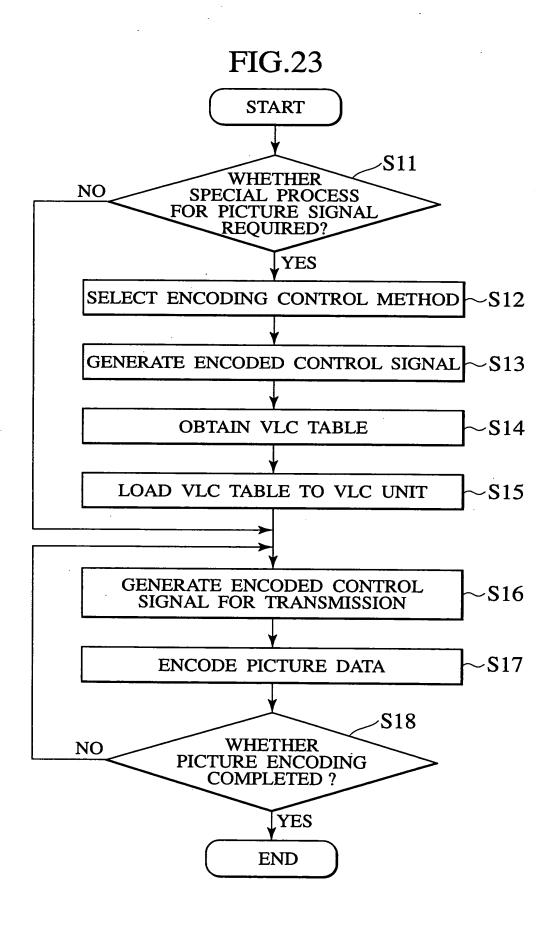
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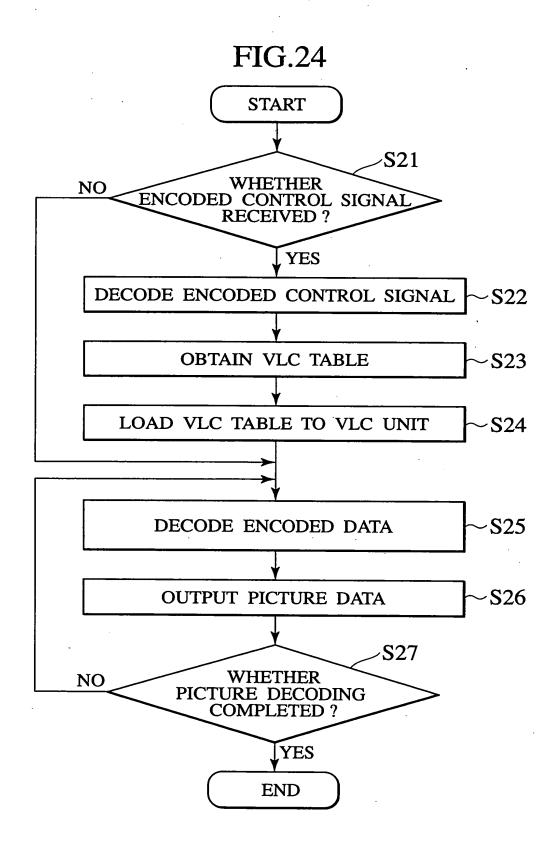
	110.2	<u>U</u>	
VLC CODE	RUN LENGTH	LEVEL	REPLACED ADDRESS
10 (Note 2)	End of block		
1 s (Note 3)	0	1	A1
11 s (Note 4)	0	1	A2
011 s	1	1	B1
0100 s	0	2	A3
0101 s	2	1	C1
0010 1 s	0	3	A4
0011 1 s	3	1	
0011 0 s	4	1	
0001 10 s	1	2	B2
0001 11 s	5	1	
0001 01 s	6	1	
0001 00 s	7	1	
0000 110 s	0	4	A5
0000 100 s	2	2	C2
0000 111 s	8	1	
0000 101 s	9	1	
0000 01	Escape		
0010 0110 s	0	5	A6
0010 0001 s	0	6	A7
0010 0101 s	1	3	В3
• • • • •	•	•	
• • • • •	•	•	_
0000 0010 00 s	16	1	
0000 0001 1101 s	0	8	A8
0000 0001 1000 s	0	9	A9
0000 0001 0011 s	0	10	A10
0000 0001 0000 s	0	11	A11
0000 0001 1011 s	1	5	B4
• • • • • • • • •	• •	•	
• • • • • • • • •	• •	•	
0000 0001 0110 s	21	1	
0000 0000 1101 0 s	0	12	A12
0000 0000 1100 1 s	0	13	A13
0000 0000 1100 0 s	0	14	A14
0000 0000 1011 1 s	0	. 15	A15
0000 0000 1011 0 s	1	6	B5
• • • • • • • • •	•	•	

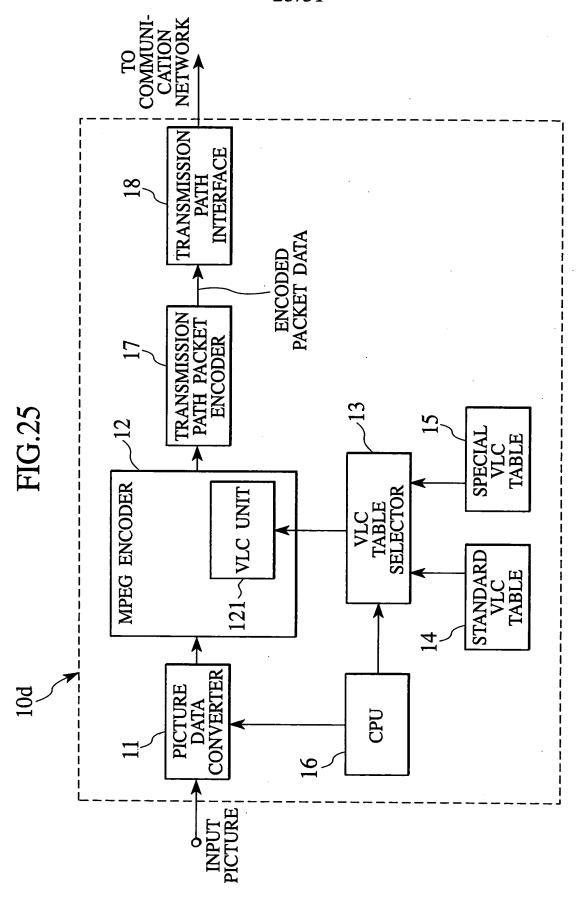
FIG.21

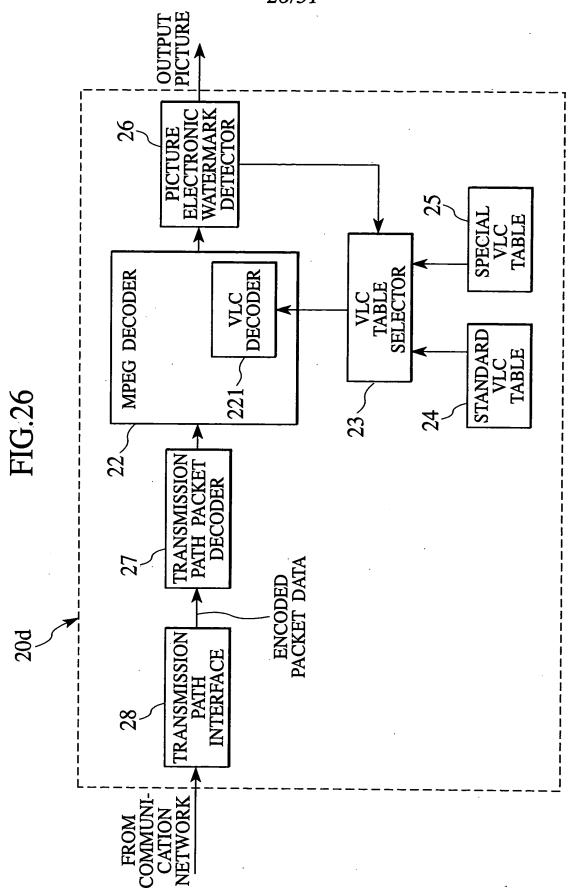
VLC CODE	RUN LENGTH	LEVEL	REPLACED ADDRESS
• • • • • • • •	•	• •	
		• •	
0000 0000 1110 0 s	25	1	
0000 0000 1101 1 s	26	1	
0000 0000 0111 11 s	0	16	
0000 0000 0111 10 s	0	17	A16
0000 0000 0111 01 s	0	18	A17
0000 0000 0111 00 s	0	19	A18
0000 0000 0110 11 s	0	20	A19
0000 0000 0110 10 s	0	21	A20
0000 0000 0110 01 s	0	22	A21
0000 0000 0110 00 s	0	23	A22
0000 0000 0101 11 s	0	24	A23
0000 0000 0101 10 s	0	25	A24
0000 0000 0101 01 s	0	26	A25
0000 0000 0101 00 s	0	27	A26
0000 0000 0100 11 s	0	28	A27
0000 0000 0100 10 s	0	29	A28
0000 0000 0100 01 s	0	30	A29
0000 0000 0100 00 s	0	31	A30
0000 0000 0011 000 s	0	32	A31
0000 0000 0010 111 s	0	33	A32
0000 0000 0010 110 s	0	34	A33
0000 0000 0010 101 s	0	35	A34
0000 0000 0010 100 s	0	38	A35
0000 0000 0010 011 s	0	39	A36
0000 0000 0010 010 s	0	40	A37
0000 0000 0010 001 s	0	41	A38
	•	• •	
• • • • • • • • •	•	• •	
0000 0000 0001 1100 s	30	1	
0000 0000 0001 1011 s	31	1	

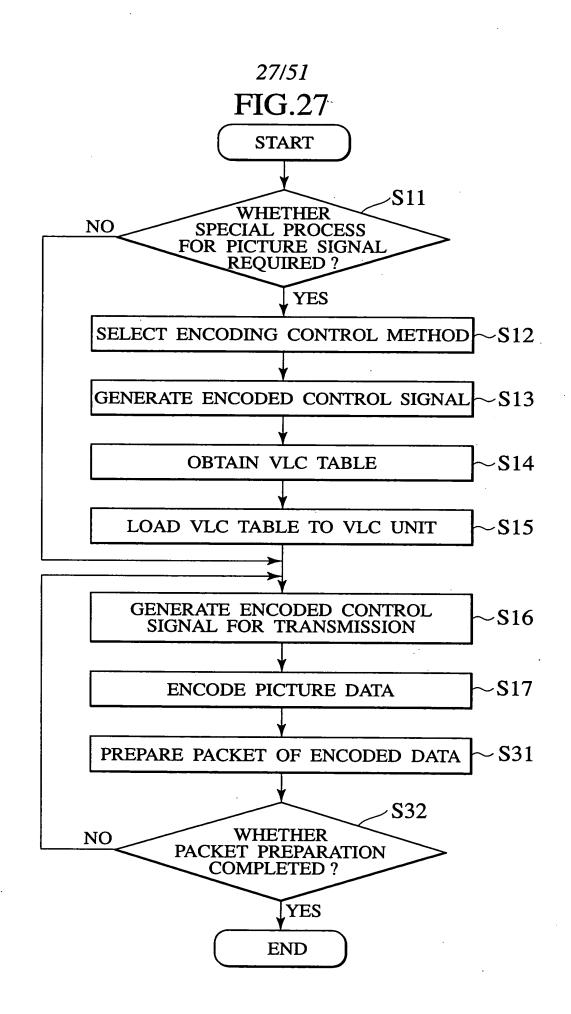


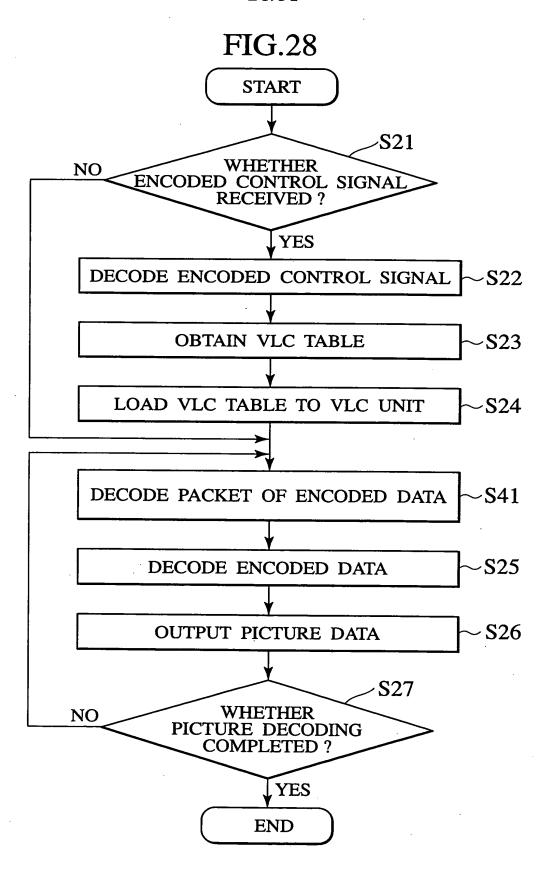


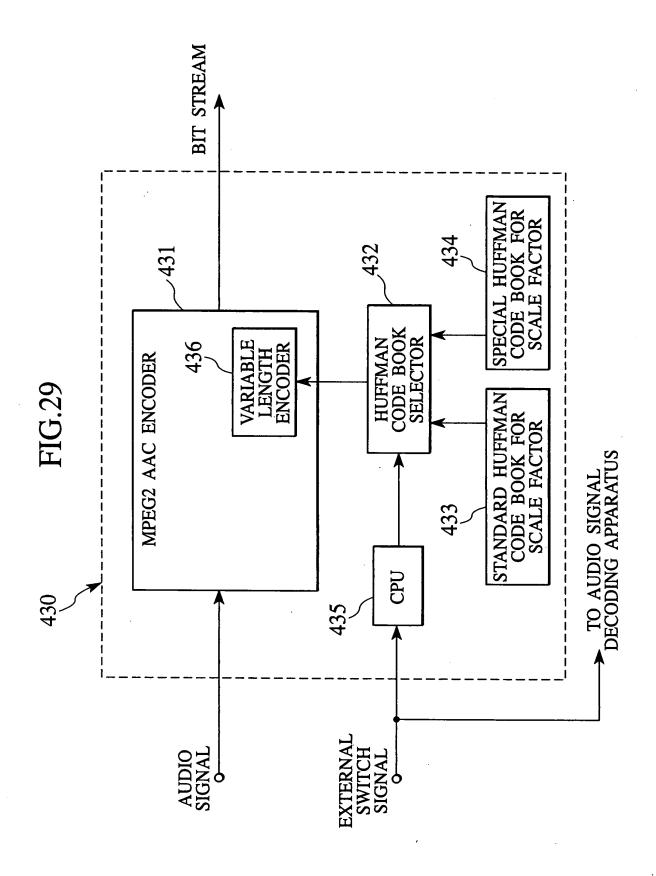












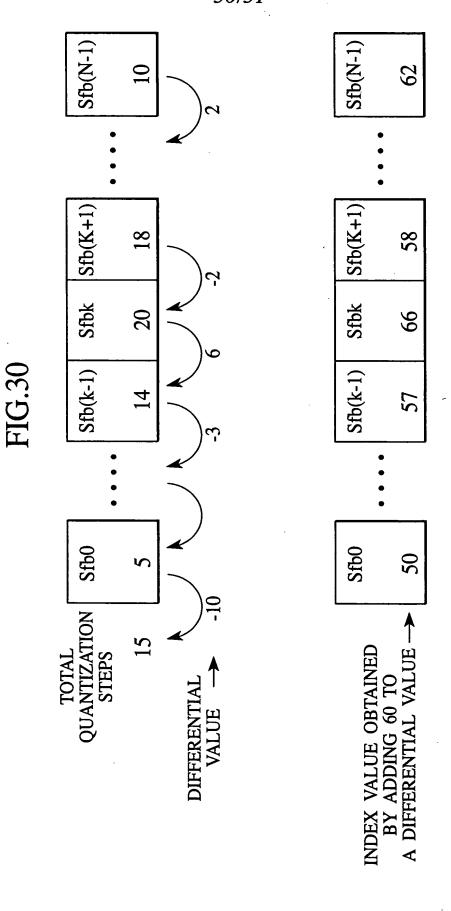


FIG.31

index	length	codeword (HEXADECIMAL EXPRESSION)	index	length	codeword (HEXADECIMAL EXPRESSION)
0	18	3ffe8	61	4	a
			62	4	С
10	19	7fff0	63	5	1b
:			64	6	39
20	19	7fffa	65	6	3b
:			:		
30	15	7ff6	70	9	1f6
			:		
40	12	ff9	80	12	ff8
:			:		
50	9	1f7	90	18	3ffe2
:			:		
55	6	3a	100	19	7ffd4
56	6	38	•		
57	5	1a	110	19	7ffe6
58	4	b	•		
59	3	4	120	19	7fff3
60	1	0			

FIG.32

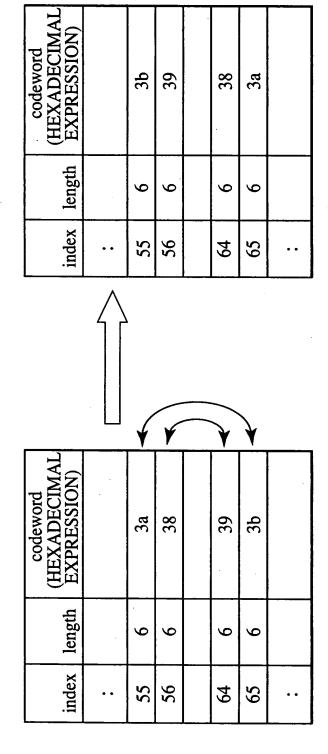
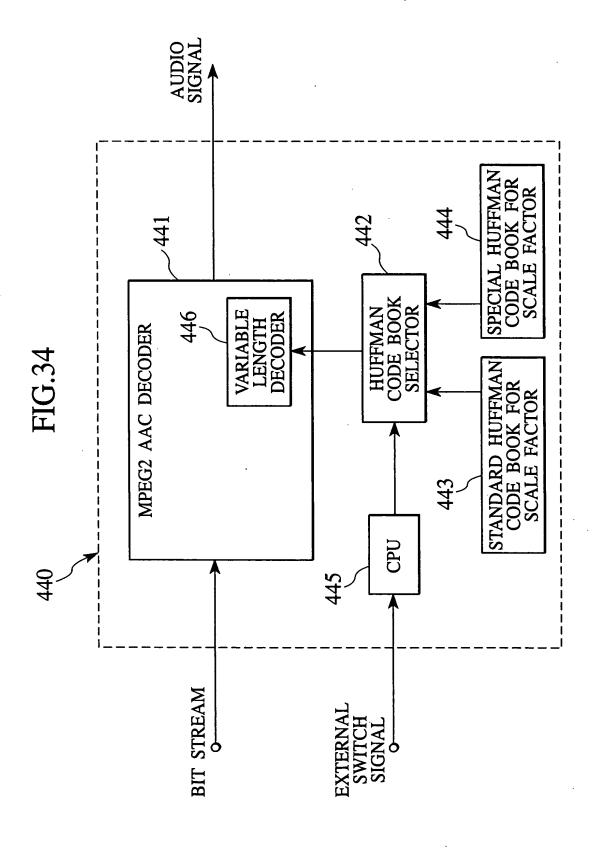


FIG.33

	sfb0	sfb1	sfb2	sfb3	sfb4
(1) SCALE FACTOR	01	15	19	14	10
(2) DIFFERENCE FROM PRECEDING SFB	-20	5	4	-5	4-
(3) OFFSET ADDITION	40	92	64	55	56
(4) CODEWORD ENCODING	6 JJ	3a	38	3b	39
(5) CODEWORD DECODING	40	25	26	65	64
(6) OFFSET SUBTRACTION	-20	5-	-4	5	4
(7) SCALE FACTOR	10	5	1	9	10



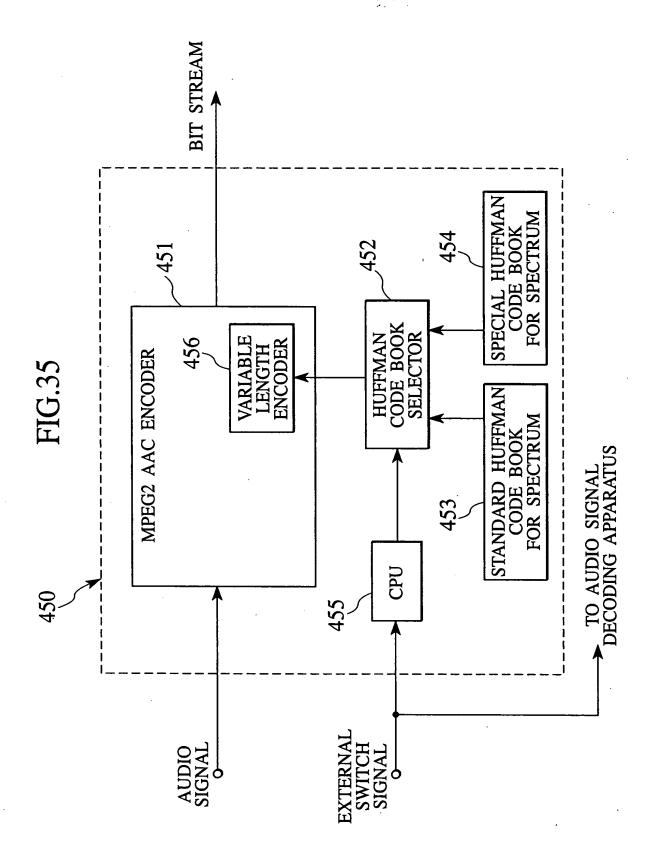


FIG.36

codeword (HEXADECIMAL EXPRESSION)	7	1d	P	30	ef		67		LJ .		25		1f6	
length	5	9	5	9	8		9		8		9		6	
index	41	42	43	44	45	••	50	••	09	••	70	••	80	
codeword (HEXADECIMAL EXPRESSION)	1f3		2d		. 8J		2c		£J	24	8	1f	6	0
length	6		9		8		9		8	9	5	9	5	3
index	0		10		20	••	30	••	35	98	28	38	36	40

length		9	5	9	5	5	9	5	9	
index	••	98	22	38	68	41	42	43	44	••
		·	√	/		 	\	\ \	¥	
codeword (HEXADECIMAL EXPRESSION)		24	8	1f	6		1d	p	30	·
index length		9	5	9	5	5	9	5	9	
index	••	36	37	38	39	41	42	43	44	••

